

# ON THE EDGE

## Official Tournament Rules

### CHAMPIONSHIP RULES

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Assembled by  
Atlas Games  
Staff

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# On the Edge

## Section 1 Rules for Deck Construction

### 1.1

All decks must contain a minimum of 40 [forty] cards, as stipulated in the Rules of Play.

### 1.2

There are no numerical limits to individual cards.

### 1.3

All sample cards (i.e., any card whose collector's number is preceded by an "S") are banned from tournament decks. Note: Sample cards are promotional cards; as such, they are not officially part of the On the Edge game.

### 1.4

All object-changing cards (i.e., any card which changes the object of the game from attaining the set number of Influence points) are banned from tournament decks. These cards include:

Cut-Ups Method (#C24)  
Life Imitates Art (#C45)  
Message to Space (#C47)

Cut-Ups Machine (#66)  
Sacrificial Bloodbath (#C77)  
Unattainable Desire (#C85)

The absence from this list of any object-changing card should not be considered a statement of the admissibility of that card.

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## Section 2 Rules for Player Advancement

### 2.1

The tournament will proceed by rounds the duration of one game each. Games will be composed of groups most often of three players, but occasionally of four players and rarely of two players (see 2.3 below). The tournament will be split into two playing sets: the active players and the inactive players. All players begin the tournament as active. By playing other active players, active players will advance in single elimination fashion. Players who are eliminated from the active set become inactive and will be permitted, if they wish, to continue play against other inactive players. There will be no elimination by loss from the pool of inactive players. A chart depicting the names and current standings (see 2.2 below) of all active and inactive players will be maintained and made available for examination by any participant upon request.

### 2.2

For all active and inactive players, the results of each game will be recorded with two values: the Influence Points and the Victory Points. Influence Points will be recorded from each player's final Influence score (positive or negative) at the end of each game in which they compete. Victory Points will be awarded first to the winners of each game, and then to the other players on the basis of their final Influence Points in the most recent games, as follows:

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Winning the game, active player: +8 Victory Points.

Coming in second, active player: +4 Victory Points.

Coming in tied for second, active player: +2 Victory Points.

Coming in further behind, active player: +0 Victory Points.

Winning the game, inactive player: +4 Victory Points.

Coming in second, inactive player: +2 Victory Points.

Coming in tied for second, inactive player: +1 Victory Points.

Coming in further behind, inactive player: +0 Victory Points.

However, in the case of any two-player games, victory points will be awarded only to the winner of the game. Both Victory Points and Influence Points are cumulative, and a running total of each will be maintained by the Tournament Judge for each active and inactive player.

### 2.3

The optimal number of players in any tournament would be a power of three (9, 27, etc.). However, if the number of players in any round is not a power of three, the games to be played will consist of groups of players as follows:

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### 2.31

For any round where the number of players is not 5 [five] — as many empty groups of three players as are possible will be formed, after which as many of those groups as are necessary (to assigning all players to games) will be re-formed as four players groups.

### 2.32

For any round where the number of players is 5 [five] — two empty groups, one of three players and one two players, will be formed.

### 2.33

The Influence totals needed to win any off-numbered game (i.e., any four-player or two-player game) will be 16, the same as the number required to win a standard three-player game.

### 2.4

For the first round of play, all players will be grouped randomly (forming groups as outlined in 2.3).

### 2.5

For every round after the first and before the final round, the active players will be grouped among themselves (forming groups as outlined in 2.3) as follows:

### 2.51

As many active players as are required to fill any off-numbered games will be chosen randomly to fill those games.

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No active player may be chosen randomly to play in an off-numbered game if they have already played in an off-numbered game, unless no other option exists.

### 2.52

All other active players will be chosen randomly to fill the remaining three-player games.

### 2.6

The inactive players will be grouped among themselves (forming groups as outlined in 2.3) on the basis of their previous results, as follows:

### 2.61

The Tournament Judge should assemble a list of all players in the inactive set. The list is to be sorted top to bottom, primarily by Victory Points and secondarily by Influence Points, with the greater values being accorded a higher position on the list. Positions for inactive players with identical Victory and Influence Points are to be distributed randomly across the appropriate range.

### 2.62

Having first determined if any off-numbered games will be required for the current round (as outlined in 2.3), the Tournament Judge should begin by filling any such games first. Starting at the top of the prepared list and working down, she or he should place groups of consecutive inactive players together into games until all games are filled.

### 2.7

The final round of the tournament must consist of one

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game of three players. If the number of active players advancing from the round previous to the final is not three, the final round will be filled as follows:

### 2.71

For all inactive players, including those players inactive as a result of the round previous to the final, the Tournament Judge will calculate a final score. The scores should be calculated as a sum, with the cumulative Influence Points divided by 2 [two] added to the cumulative Victory Points (see 2.2 above). Again, represented mathematically, that formula is:

$$(IP \div 2) + VP = \text{final score}$$

### 2.72

If one more player is required to fill the final round and one player holds the single greatest final score, that player will be re-admitted to play in the final round. If two players are required to fill the final round and two players hold final scores greater than any other player, both players will be re-admitted to play in the final round.

### 2.73

If more than one player is tied with equally great final scores and one or more players are still required to fill the final round, then an additional game will be played to determine re-admittance into the final round. The Influence Points to win this additional game will be 8 [eight], and the game will proceed until enough players have amassed eight or more points to remove themselves from the additional game and advance to the final round.

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### 2.74

If the additional game must continue after one person has advanced to the final round so that one more person can advance, the first player to remove herself or himself from the additional game must remove all their cards from play, including any cards they own in any opponent's Conspiracy. Any card effects, including effects involving control of cards owned by other players, which change with the removal of the first player's cards will immediately be resolved as if it were the first player's turn. The resolution of these effects will take place in a random order, presided over by the Tournament Judge, if necessary.

### 2.8

After the final round has been played, the winner of the final game will be declared First Place winner. The titles of Second and Third Place winners will be awarded on the basis of the Influence totals scored in the final round. If these two Influence totals are equal, the two players will share the titles between each other.

## Section 3

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### Rules Errata

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#### Dev Ashana (№ 22)

The sentence "Rearranged Characters are not cranked" should read "Rearranging the Characters does not crank them."

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### Aura of Evil (№ 30)

The statistics for Power should not read "+2\*" and "+2\*", but rather "—" and "—".

### Contacts in the Art Scene (№ 61a & № 61b)

*Limited Printing only.* Of the three common instances, one incorrectly reads "Non-VInfluence Pull only.", and the other two correctly read "Non-Influence Pull only."

### Counter-Intelligence (№ 64)

The sentence "Play any time" should appear in the rules text.

### Silver Detti (№ 76)

The sentence "+1 Power is at least one other Glug is in play in the same team" should read "... in the same Conspiracy."

### Manuela Eselbrust (№ 87)

The sentences "Heads: enemy combatant is flipped. Tails: enemy combatant is popped" should read "Heads: flip enemy combatant(s). Tails: pop enemy combatant(s)."

### Abanobi Famani (№ 88a & № 88b)

(The two uncommon instances contain different line breaks in their respective flavor text.) The sentence "Crank to pop any Astral Condition or Environmental" should be understood as "... any Astral Condition or Astral Environmental".

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### Friends in Flowers Barrio (№ 95a & № 95b)

Of the three common instances, one incorrectly reads "Non-Victory Pull only.", and the other two correctly read "Non-Influence Pull only."

### Friends in Sunken Barrio (№ 99a & № 99b)

*Limited Printing only.* Of the three common instances, one contains different line breaks in its flavor text than the other two do in their respective flavor text.

### Genetic Prejudice (№ 103)

The statistics for Power should not read "0" and "-2\*", but rather "—" and "\*". (Note: the effect on Mutant characters is as it reads in the text box, a "-1 penalty on DP".)

### Frank Germaine (№ 104)

*Unlimited Printing only.* The trait "Aires" should not appear in the traits text.

### Hidden Gear (№ 116)

The sentence "Excess Pull is lost" should appear in the rules text (for after the Gear has been called out of turn).

### Hostage (№ 118)

The sentence "Cost equals target's Defense" should read "Cost equals target opponent's Character's DP."

### Inspiration (125)

The statistic for Pull should not read "+4", but rather "+1".

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### Kidnap (№ 132)

The sentence "Character is returned to Conspiracy (active) when its player (with consent of teammates) voluntarily loses 3 Influence, adding three to the score of the player who 'Kidnapped' it" should read "... the score of the attacking player."

### Money Talks (№ 155)

The statistic for Pull should not read "+1\*", but rather "\*\*".

### Arthur Pendrick (№ 175)

The credits text incorrectly names Charles Dougherty, instead of David Walsh.

### Psychovore (№ 186)

The sentence "Character is Immune: Astral effects" should read "Character is Immune: Astral."

### Riots (№ 199a & № 199b)

On one of the two rare instances, the sentence "All attackers receive +1" should read, as it does on the other of the two, "All attackers receive +1 AP." For both of the two rare instances, the statistics for Power should not be "+1" and "0", but rather "\*\*" and "—".

### Stun Ray (№ 235)

The trait "Weapon" should appear in the traits text.

### Terrors (№ 243)

The sentence "Target Character cannot be Cranked" should read "Character may not crank or flip (but may be cranked or flipped by card effects)."

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### Trugga (№ 249)

The statistic for AP should not read "—", but rather "0".

### Unanticipated Influence (№ 254)

The statistic for Pull should not read "—", but rather "+1".

### Dmitri Vatsavos (№ 259)

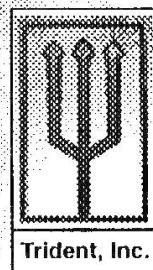
The sentence "Exclude any Glorious Lord" should read "Exclude Glorious Lords."

### Mary Zule (№ 269)

The sentence "+1 Power is at least one other Glug is in play in the same team" should read "... in the same Conspiracy."

For more information regarding these rules, On the Edge, or other Atlas Games products, call Paul Nurnberger: (612) 638-0098; or E-mail: [burford@winternet.com](mailto:burford@winternet.com)

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